

# **AssignMaster**

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	<i>TITLE :</i> AssignMaster		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>AssignMaster</b>	<b>1</b>
1.1	AssignMaster documentation . . . . .	1
1.2	AssignMaster documentation . . . . .	2
1.3	AssignMaster documentation . . . . .	2
1.4	AssignMaster documentation . . . . .	2
1.5	AssignMaster documentation . . . . .	3
1.6	AssignMaster documentation . . . . .	3
1.7	AssignMaster documentation . . . . .	4
1.8	AssignMaster documentation . . . . .	5
1.9	AssignMaster documentation . . . . .	6
1.10	AssignMaster documentation . . . . .	6
1.11	AssignMaster documentation . . . . .	7
1.12	AssignMaster documentation . . . . .	7
1.13	AssignMaster documentation . . . . .	8
1.14	AssignMaster documentation . . . . .	8
1.15	AssignMaster documentation . . . . .	9
1.16	AssignMaster documentation . . . . .	10

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# Chapter 1

# AssignMaster

## 1.1 AssignMaster documentation

17.12.1998

AssignMaster (V2.0) manual

Contents

Information

Introduction

Requirements

Installation

Copyright/Author  
Usage

General

AM windows  
Describing features

ToolTypes

CLI arguments

Saving assign lists

Loading assign lists

Startup usage  
Additional information

Assign types

Program history

---

Known bugs

## 1.2 AssignMaster documentation

Introduction

AM is a tool to handle assigns from workbench using a nice gui. All features of CLI "assign" command are included. There is also the possibility to install assigns at

boottime

.

AM is localised (only german yet) with english language builtin.

Sorry for the heavy differences between AM2.0 and older versions. It was'nt possible providing old parameters and functionality with the new most completely rewritten AM.

This software will modify important internal system structures. Be careful using AM to change assigns, you have to know what you do.

## 1.3 AssignMaster documentation

Requirements

You need at least OS3.0 (KS39). No other software than the standard libraries (gadtools, locale, icon, asl, ...) are used.

In

bootup

mode only ROM libraries are used, so no LIBS:  
assign is required. :)

## 1.4 AssignMaster documentation

Installation

There is a script for the AT/AI-Installer, which will completely spread the required files over your system. :)

The installation of AM for usage at

startup

must be done by

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hand. It's tricky to write an installation utility doing this for you.

AM can't read any other saved assign lists other than saved by itself. If you use it at  
bootup  
, you should reinstall  
AM in the startup files completely new!

## 1.5 AssignMaster documentation

Copyright, Distribution, Warranty, Author

AM is copyright © by Peter Palm, 1998.

AM is available as FREEWARE. It may be freely distributed in unmodified form, without making profit. You may not charge more than a nominal fee covering distribution costs.

The author is not responsible for any alterations that result in lost data, viral infection or other destructive actions. He is'nt responsible for any action taken by the content of AM package.

Compatibility with different hardware configurations other the setup used for development is not guaranteed.

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## 1.6 AssignMaster documentation

General usage

AM may be executed only from Workbench by doubleclicking its program icon. Into this icon you can install some

tooltypes  
to setup AM.

Read this  
chapter  
for a detailed description of every  
window.

The usage of AM is very simple. Creating/changing assigns will be done in an edit window opened after pressing "new"

---

or "edit" button, where you can type in the name of assign and append the paths to that name. Use the "type" cycle to select the type of assign. Drag&drop for Workbench icons is supported. The "create" button installs your new/changed assign.

This change window isn't closed after (possibly) editing assign, so you may use it to display the current selected assign (from the main window). The new/edit buttons work in the same way if the create/change window is already open. Check the windowtitle for the current mode.

To show only assigns to a specified volume you must toggle the "show:" cycle to "to volume". In the window opened after that, you can select a volume with the associated assigns displayed in the main window list.

Inform yourself also about the  
drag&drop  
features of the AM  
windows.

AM is able to handle all assign  
types  
provided by AmigaDOS,  
like assigning later or nonbinding assigns. Later assigns are shown with a "/" char and nonbinding assigns with a ">" char before the real assign name in the list, but this may change in the future. NOTE: Don't use described chars in any assign names! This may confuse AM.

## 1.7 AssignMaster documentation

### Description of AM windows

Note: Pressing the related F-key will bring the window to the front and activate it.

Main window (F1-key):

This window is opened after program start. It'll display completely system assign list or all assigns to specified volume if the "type:" cycle is switched to "to volume". The "new" button will open the "create new assign" window, the "edit" button will open the "change assign" window and the "remove" button will remove the current selected assign from the list. "read" reads the actual assign list again and "kill" tries to remove all displayed assigns from the system.

create new assign window (F2-key):

From this window it's possible to create a new assign. At the top you must enter a name for your assign. AM checks if this name exists already and resets the string contents if that happens. The "type" cycle let you choose

the

type

of the assign (normal/multi, late or relative).

Into the "path" gadget you may enter a new path which may be appended later to the path list for the new assign. Another choice to do that is using the "select" button which let you choose the directory by ASL-requester. "add" will append the current contents of "path" gadget at the end of the path list, "remove" removes the selected path entry from the list and "create" installs the entered new assign for real.

change assign window (F2-key):

This window have the same functions as the "create new assign" window but it'll change the current selected assign (selected in main window). The "name" and "path list" gadgets will be filled with the related data of that assign. "change" will replace the new entered data with the old existing assign.

volumes window (F3-key):

This window is only open if the "show:" cycle of the main window displays "to volume". In the "volumes" window you can select any (inserted) volume name to display all assigns pointing to that volume in the main window assign list. Names of not inserted volumes begins with a "\*" -char

check results window (F4-key):

If you drop any icon over the main window, this window will be opened. The list displays all assigns pointing to the dropped drawer and possibly all assigns related to any subdrawer of that directory. If no assign points to the whole drawer <not directly> will be shown at the top of the "related assigns" list. All other assigns pointing to any subdrawer will be displayed with a "\*" char at the begin of its name. The "abort" button will stop the current scan of directories. If you select any entry from the "related assigns" list it'll be selected also in the main windows "assign list" list.

## 1.8 AssignMaster documentation

CLI arguments

AM is a workbench utility. The usage from CLI is only useable to install assignlists at startup. The template is:

```
AssignMaster [FROM/K/M],[BACKUP/K],[GUI/S],[KILLASSIGNS/S]
```

FROM/K/M - Filename(s) of assignlists to load and install.

It does the same action as described in

loading

assign lists. Note: You should everytime specify



absolute path names without any assign in it here!  
This is very important for use of the "KILLASSIGNS/S"  
switch!

BACKUP/K - Saves the current assignlist into the specified  
file. Does the same as the  
tooltype  
"BACKUP".

GUI/S - Enables the AM GUI to open also from CLI. If this  
happens, AM tries to read the  
tooltypes  
from it's icon  
also. This may conflict with given CLI parameters!

KILLASSIGNS/S - Remove all assigns. This function happens  
before a new list will be (possibly) installed.

## 1.9 AssignMaster documentation

### ToolTypes

BACKUP=<filename> - Every starting AM, the current assigns  
will be saved in the specified file. The menu item  
"Project/Restore" will be enabled and reload this saved  
list over the current (maybe changed) list.

WINDOWPOSITION=TOOLTYPE|MOUSE - Here you can specify where  
the AM main window (only) will be opened. "TOOLTYPE"  
forces to open the window at the position described in  
the tooltypes "LEFT" and "TOP". The other option  
"MOUSE" lets the window open below the mouse pointer.

LEFT=<number>,

TOP=<number> - These are the coordinates for the main  
window. They are only useable if the tooltype  
"WINDOWPOSITION" is set with the parameter "TOOLTYPE".  
Very important note on this: AM will save the latest  
coordinates of the main window in these tooltypes! You  
\*must\* not set these by hand!

NOREQ - If this tooltype is present, AM will not display  
Requesters like "Really remove...". Be careful with  
this because all actions will be done immediately!

Note: For filenames in tooltypes/CLI-arguments you should  
provide everytime complete and absolute path- and filenames  
without using assigns in it!

## 1.10 AssignMaster documentation

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Saving assign lists

To save the current assign list for later usage, select the menu item "Project/Save...". A filerequester let you choose the path and name of the savefile.

There are two types of savelists. The type of the list is selectable in the cycle gadget "show:" in AM main window. If here is "all" visible, completely all assigns are saved in the selected file. In the other way in the cycle stands "to device", only all assigns pointing to selected device are saved.

In the device specific list only normal/multiple assigns are saved.

WARNING! Don't modify the savefile by hand. This may cause strange results in your system.

## 1.11 AssignMaster documentation

Loading assign lists

Only assign lists saved by AM are loadable.

It's also possible now, to load savefiles saved by versions greater than 1.1 (beginning from AM1.2).

This feature is available from the menu item "Project/Load...". In the requester you can select the assign list file to load. This list will be installed after pressing "Ok" in the filerequester. Only assigns present in the list will be installed or modified if they already exist. All other assigns are untouched.

To install a saved list completely new, you have to "kill" the current assign list before loading a new one.

## 1.12 AssignMaster documentation

Using AM at startup

With AM2.0 you are able to install assign lists at boottime as the same way provided in earlier versions without the usage of any AMLoader program.

It's possible to create all system and application assigns with one AM call at boottime in the startup-sequence. To install AssignMaster to do this job, the files

---

"startup-sequence" and "user-startup" in the "S:" drawer must be changed completely. You should create always a copy of these files before changing them.

Save the current assign list using AM "Project/Save..." menu item first, you wish to install at boottime.

Editing file "startup-sequence":

Insert "[full path to AM/]AssignMaster FROM=<savefile>" at the top (best after setpatch call) of the file. Then remove (or better comment) all "assign" calls in the file. Make sure you only disable assign commands!

Editing file "user-startup":

Here you must simply remove (comment) all "assign" calls too. If this file contains only assign commands, you can remove the execution command in the file "startup-sequence" for this file.

Reboot the Amiga now to check if this change work fine. If not, thank god for the copies of both startup files. :)

For usage of the cli arguments, read this chapter.

## 1.13 AssignMaster documentation

Different assign types

Now AM supports all assign types provided by AmigaDOS. There are three types:

Normal/multiple assign: This assign points to a fixed path. The associated directory is locked by the DOS.

Assign created at first access: In the time when the user (or any application) tries to use this assign, it'll created for real. Before this, no directory is locked.

Assign pointing to relative path: It may point to the same directory at different volumes. Example: Assign BLA: is installed to drawer "cd0:blurp/bla"; that means for example to "SexPics:blurp/bla" and "Hardcore:blurp/bla" in the same way. Another example is FROG: points to ":blurp/bla/frog" what means to the drawer "blurp/bla/frog" at whatever volume, if this drawer exists there.

## 1.14 AssignMaster documentation

Drag&Drop features

Main window:

---

If you drop a workbench icon into the main window, you activate the directory check function of AM: AM will check open a new window which shows all assigns pointing to the dropped directory (if it was a file, the directory where the file placed in is used) and all assigns pointing to any subdirectory will be displayed in the list.

Creating/Changing assign window:

If you drop icons over the path list, the associated directory will be appended to this list. If the icon was dropped outside that list, the directory name will be entered in the "path" gadget.

Volume select window:

No drag&drop available yet.

Check drawer window:

Dropping icons will take the same action as in main window.

## 1.15 AssignMaster documentation

Known bugs / Limitations

- There occurs an Enforcer hit opening the main window at program start and the same also if the user has resized the window. There is no way to recognize the failure. It may possible of an error in Enforcer itself because CyberSnooper (right, I use a 68060 :- ) reports nothing. There are many hours gone by debugging this shit:

```
16-Dez-98 17:14:05
BYTE-READ from 1083B250 PC: 08437E0E
USP: 08402744 SR: 0000 SW: 0121 (U0) (-) (-) TCB: 083EEBC0
Data: 00000002 08403438 00000006 084033A8 00000152 00000045 08438F02 0843294C
Addr: 081F92D4 08436BAA 084373A2 00000024 08402C0C 0840278C 080AFC68 -----
Stck: 0843742E 08403438 083F5120 00000013 00000039 00000000 FFFFFFFF 021B0249
Stck: 00000000 00000013 08403438 00000010 00000069 08436BAA 0000000D 0843297A
PC-8: 601A7010 60167008 60127016 600E7006 600A7002 60067004 60027001 222F0004
PC *: C03B1808 670270FF 4E754040 40404040 40404041 41404141 40404040 40404040
Name: "am" Hunk 0000 Offset 00006366
```

If this error has crashed your system, please report it to me with an explanation of your system configuration and possibly installed patches and active tasks.

- Except the main window, all other windows open below the mouse pointer. This may or may not be fixed in the future.
- Removing assigns listed in check drawer window is'nt possible yet.
- All requesters used by AM are done using asl.library and

Intuition itself. This will not be changed in the future.  
 If you prefer ReqTools, you should install tools like  
 RTPatch to use it with AM.

## 1.16 AssignMaster documentation

Version history of AssignMaster

```
-----
v2.0beta      (17.12.98)
- change: Rewritten from scratch. The layout and
           functionality of AM has changed completely.
- change: Directory check works now for all subdirectories
           too.
- bugfix: Display assigns to specified volume did'nt work
           correctly. Some (muti-)assigns are'nt recognized.
- change: AMLoader utility removed. It sucks in my eyes.
- add:    Uses function-keys (F1 to F4) activate related
           windows.
- add:    Improved handling of uninserted volumes.
- change: AM reads tooltypes also if it runs from CLI.
- change: Completely new CLI and tooltype arguments.
- change: Multi window support. No open window is blocked if
           any other opens too. Only special cases requires
           window blocking.
-----
v1.6          (28.11.98)
- change: Changing assigns by doubleclicking it's name in
           the list now possible.
- change: Selecting volume names by doubleclicking at the
           requester entries included.
- some minor changes.
- change: Scanning startup/batch files removed until it'll
           work fine.
- feature: Tooltypes AM_DOUBLECLICK and AM_CENTERWINDOW
           added.
                                     All requested by Andreas Kuerzinger
-----
v1.5          (15.11.98)
- bugfix: Heavy thing: Memory (de-)allocation bug during
           saving assign lists removed. This would crash your
           Amiga sometimes!
- bugfix: Removing complete assign list did'nt work
           correctly. Only "standard" assigns are removed but
           later and relative assigns already stay in the
           system.
- feature: Assign list loader for usage in startup-sequence
           finished. You may use this tool instead of AM
           itself for installing assigns at boottime.
-----
v1.4          (16.10.98)
- feature: ToolType "AM_NOMOUSE" and CLI-argument NOMOUSE for
           opening AM window on the top of the screen
           included.
- change: Now AM loads savefiles saved by versions beginning
```

---

- from AM v1.2.
- feature: Information window showing data about current selected assign added. Opening this window is available by menu item "Settings/Information".
  - feature: Including test of loading assigns from startup files directly using the `amsupport.library`.
  - change: German documentation is obsolete now. I have no time to write more than one manual. ;^)
- 
- v1.3 (21.09.98)
- feature: Assigning later and nonbinding is now possible and can be saved also.
  - change: Savefile format changed again for compatibility with new feature listed above.
  - bugfix: Wrong size of memory for cli arguments allocated.
  - bugfix: In earlier versions of AM it was possible to deadlock the system in the case another application forget to unlock the `doslist`. AM now attempts to lock the list and returns immediately if it was'nt successful and reports an error then.
  - feature: By the menu item "Project/Restore" it's possible to reload the assign list first saved by the tooltype `AM_BACKUP` at program start.
- 
- v1.2 (06.09.98)
- change: Menu and gadget layout has changed.
  - change: Menu item "Check drawer" removed. This feature is only available via drag&drop in the main window now.
  - change: Small change in the savefile format.
  - change: AM v1.2 reads only savefiles saved by this version!!! All other savefiles are rejected.
  - feature: Check drawer results are localized yet.
  - feature: Small english documentation and english installer script included.
- 
- v1.1 (16.08.98)
- change: Added request before removing assigns to specified device.
  - bugfix: Unable to save assignlist after using checkdrawer menu item (`Asl-requester` used inadequate).
  - feature: AssignMaster reports now if it was unable to open your savefile (also at boottime).
  - change: Changed the tooltype names. They have now the prefix "AM\_" (for example: "IMMEDIATE" has changed to "AM\_IMMEDIATE")
  - feature: CLI-Argument (and ToolType with same function) `BACKUP/K (AM_BACKUP=<filename>)` for saving current assign list before running AssignMaster added.
  - feature: Installer script allow you now to save the current assign list at installation time.
  - change: Detects now version (and revision) numbers of savefiles. All files with higher versions are refused.
  - bugfix: Disabling gadgets handled incorrect in some cases.
  - feature: Added localisation, but only gadget/window texts and some requesters are affected.
-

- bugfix: Program icon was installed as NewIcon. In systems without NewIcon installed it has appeared as simple dot.
- change: name of CLI-parameter "ASSIGNLIST" has changed to "FROM".
- change: Requested by Andreas Boerner: Loading new list's will replace completely now all already existing assigns and leave out assigns not present in the savefile.
- change: You can pass more than one assign savefile to CLI-parameter "FROM" now.
- bugfix: Assigns should installed correctly in all cases now; there was an ugly bug.
- feature: CLI-parameter "NEWLIST" kill all existing assigns before loading new ones.
- bugfix: Current selected assign in the list was removed if user has created new assign.
- feature: Display number of listed assigns inserted (only for own debugging information, will be removed!).

---

v1.0 (26.07.98)

- bugfix: Forget to display last char of assign name in some cases.
- change: Program texts appears now in english language.
- feature: Enabled assign list load/save feature also in device-mode.
- change: Completely rewritten assign creation code.
- feature: Assigning later (at first access) now possible; but only supported in savefiles in device-mode.
- feature: ToolType parsing included.
- bugfix: Removing assigns from selected devices work now fine.
- feature: Now it's possible to remove all assigns and optionally replace it with a new assign list.
- change: Changed savefile format.
- bugfix: Removed bug in assign handling: Assigns was'nt rejected, if they point to a volume that is'nt present at the moment.

---

v0.11 (20.07.98)

- change: Commodity features removed.
- change: Nodelist.library no longer required.
- feature: Added load/save feature of assignlists (also possible at startup).
- change: Removed initial requester.

---

v0.10 (no date)

- bugfix: Sorry, i've never tested the shortcuts. :( Used one shortcut in the main window twice.
- bugfix: There was an ugly bug when any failure during program initialisation has occured. Causes some system crashes.
- change: Now using pools for memory allocations.

---

v0.9 (no date)

- feature: Commodity hotkeys now available (but fixed to "ctrl alt a").
-

---

v0.8 (no date)  
- feature: Changing assign names now possible.

---

v0.7 (no date)  
- Nearly all functions are working.

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pre 0.7 Versions of AssignMaster did't work properly

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